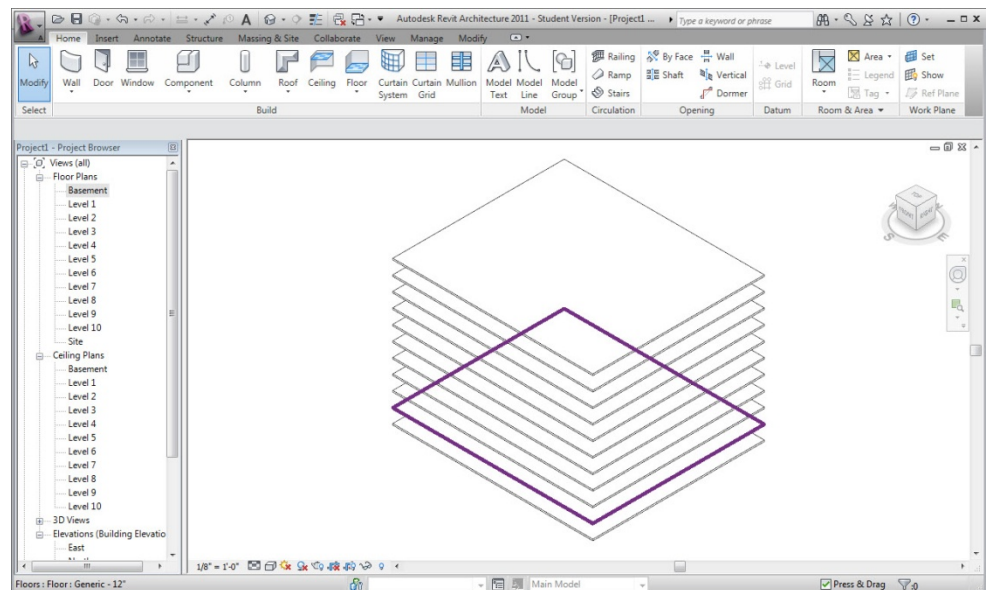


How to Use the “Shaft tool” for modeling Elevators and Mechanical shafts in Revit.

Hamed Aali_ BIM Studio_ Prof. Holland_ Spring 2010 _ Penn State

Making Shafts for elevators or Mechanical equipments in the architecture model could take a long time.

It took me 15 minutes to create an elevator shaft in a 10-level building! You could imagine how long it would take in a skyscraper!

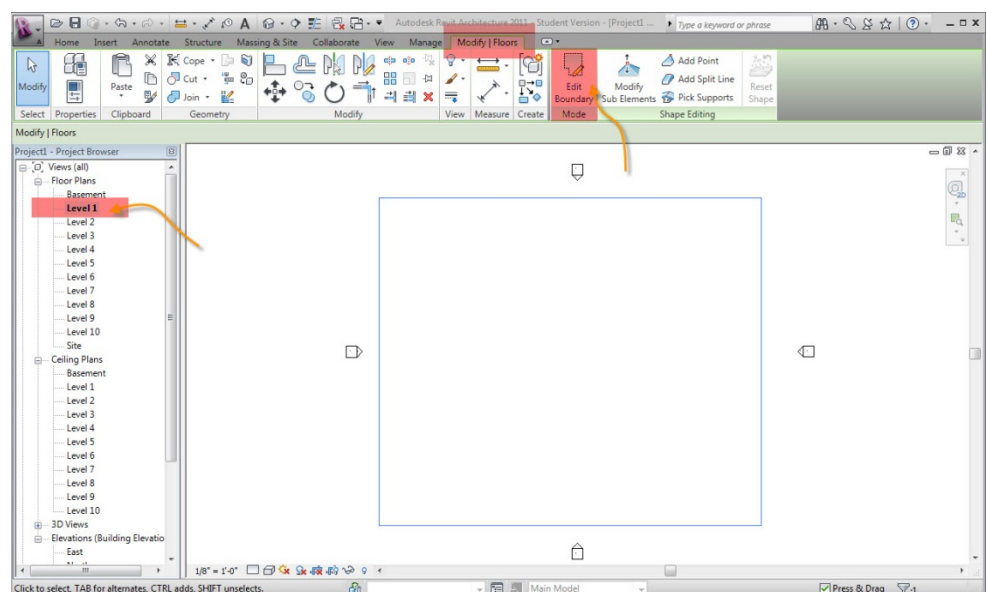


“Basic Method”

In this method you should do different steps for every level separately.

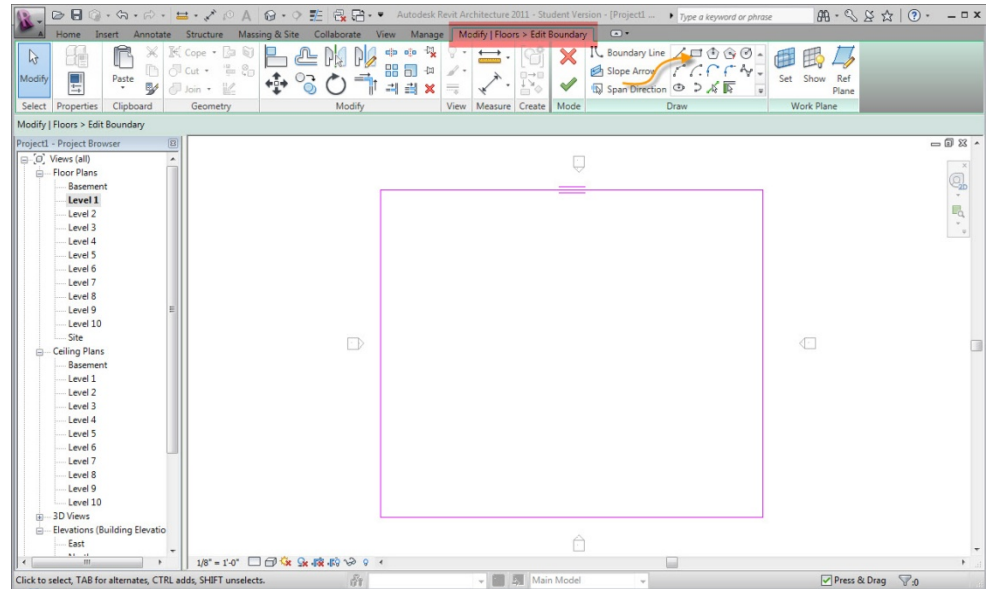
First Step:

You should select the level that you are going to have the hole in.



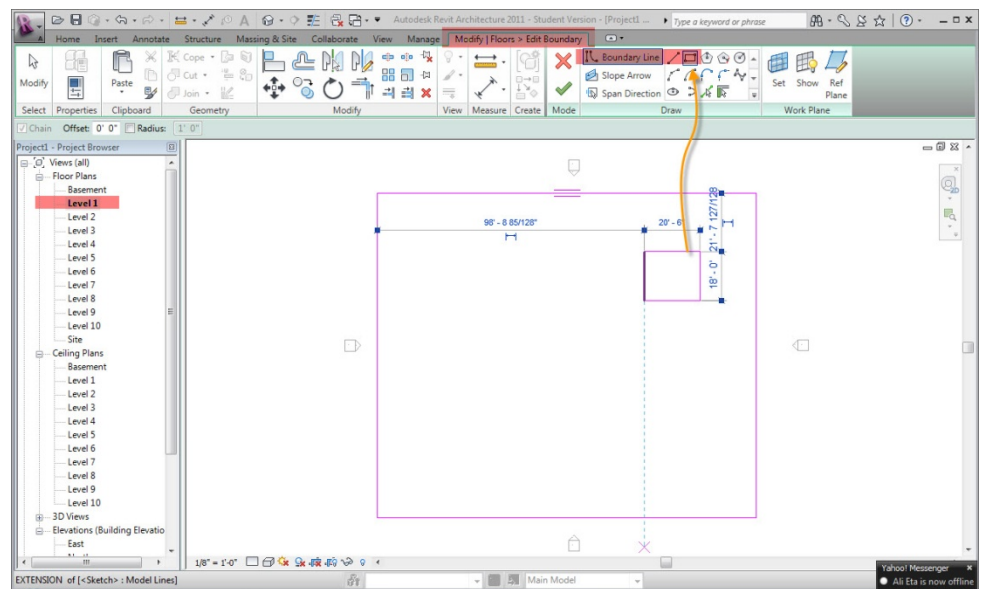
Second Step:

By selecting and clicking on | Modify/Floors/Edit Boundaries| you could edit your selected floor boundary.



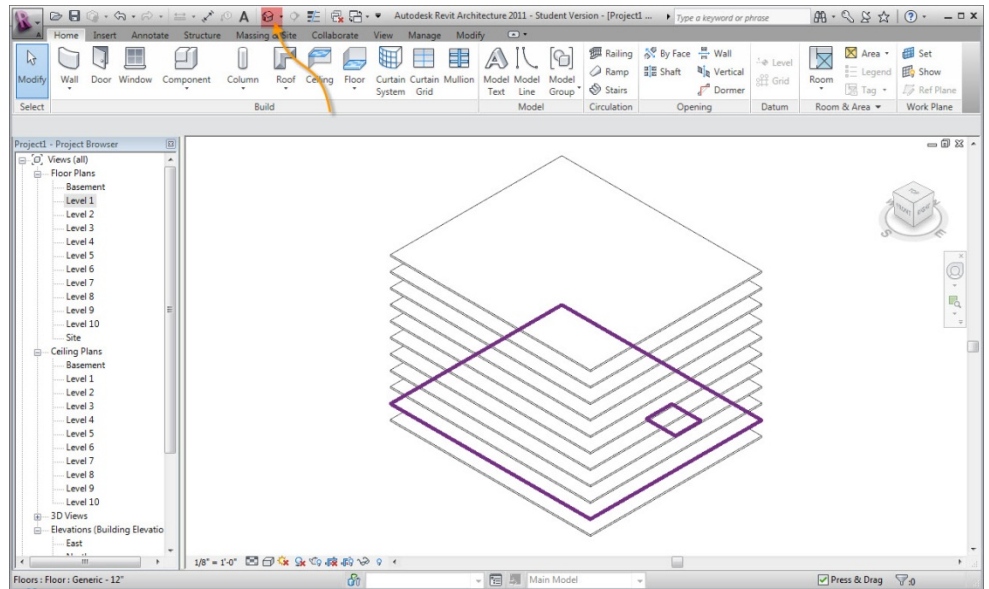
Third Step:

You could draw the shaft hole by using | Boundary line/Draw | in the project's dimensions.



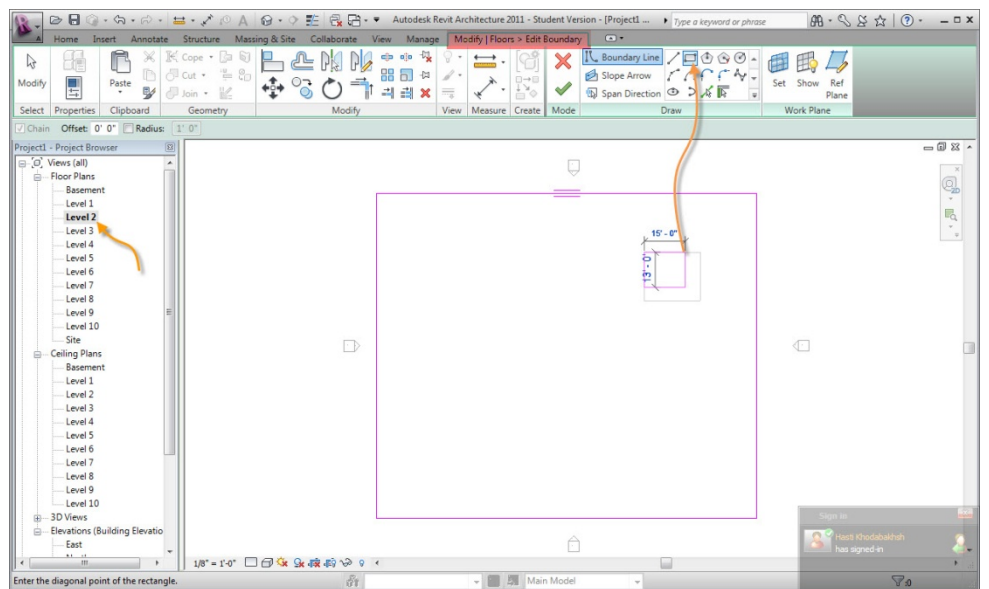
Forth step:

By clicking on green check on Mode tab you could have the desired shaft in the selected level.



Fifth step:

Here is the problem! You have to repeat all last four steps for all of the levels separately.



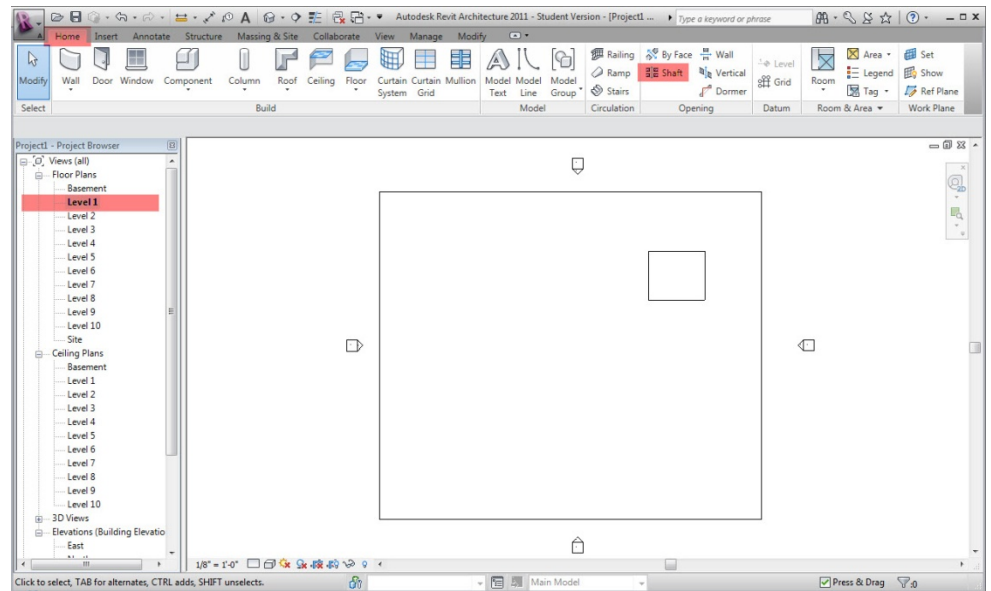
Using “Shaft tool”

In this “intermediate” method you could easily draw the “shafts” in the model.

First step:

In a selected level click on Shaft tool:

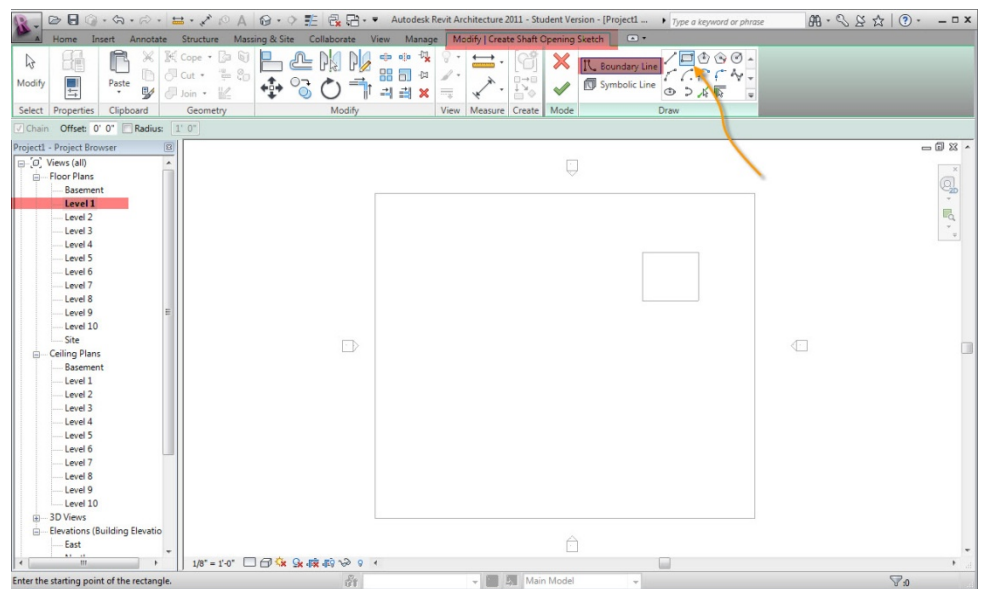
| home/ shaft tool |



Second step:

Now you could draw the shaft on the selected floor by clicking on boundary line:

| Modify-creating Opening shaft/ draw/ boundary line |

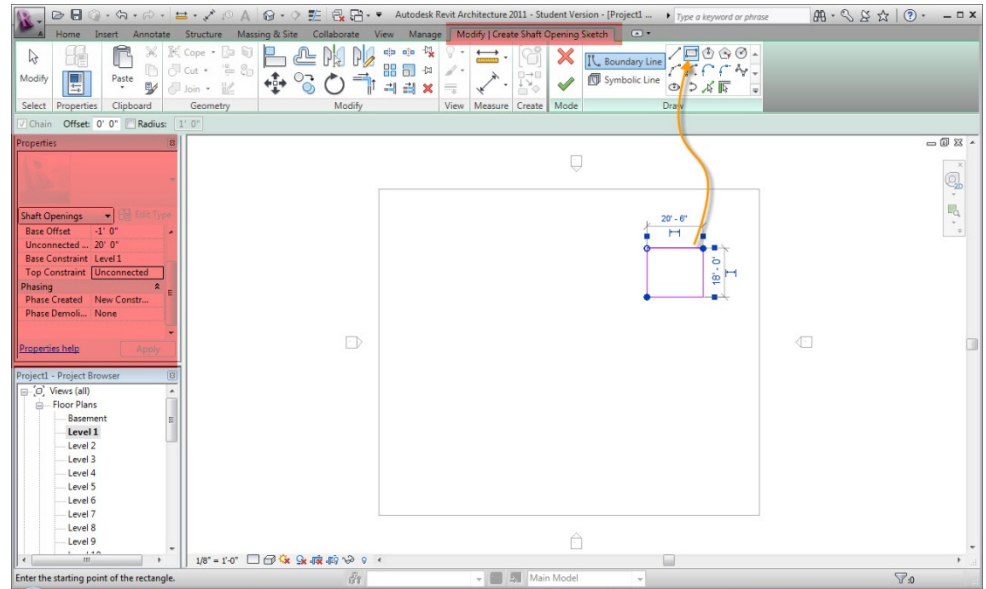


Third Step:

Draw the shaft on the selected level.

Now you have access to the Shaft Properties.

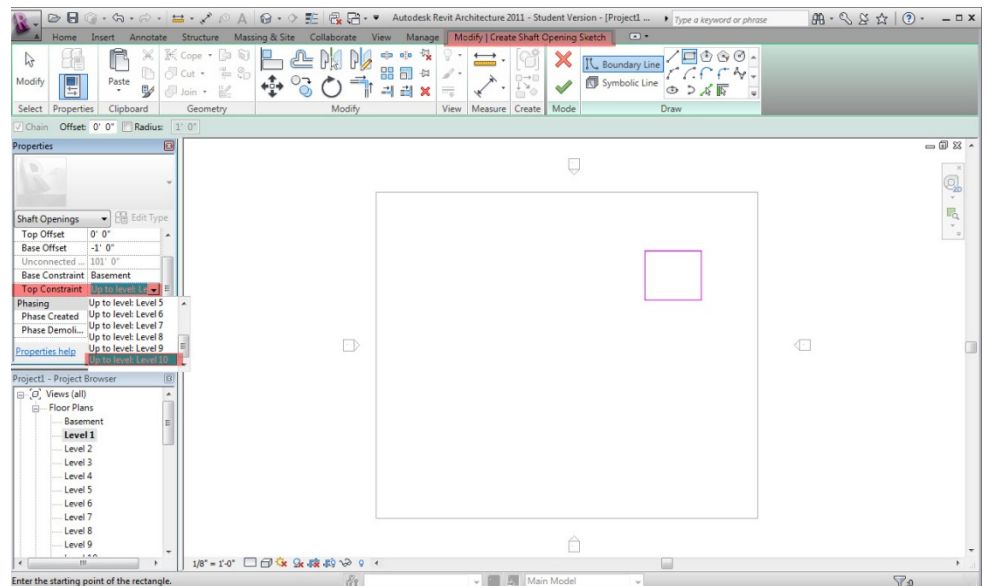
In Shaft Properties Tab, you could edit and change all the shaft's properties like: top offset, base offset, top constraint,...



Fourth Step:

Based on your project and model you could select different levels as “Top Constraint”.

It defines the level at which the shaft would end.



Fifth Step:

By selecting the last level you could have a shaft that continues through all the levels.

You could check the final result in 3D view by selecting the created shaft.

